

Plant UML-Job Application Tracker

1. Use Case Diagram

@startuml

left to right direction

actor User

rectangle "Job Application Tracker" {

User --> (Add Job Application)

User --> (Update Application Status)

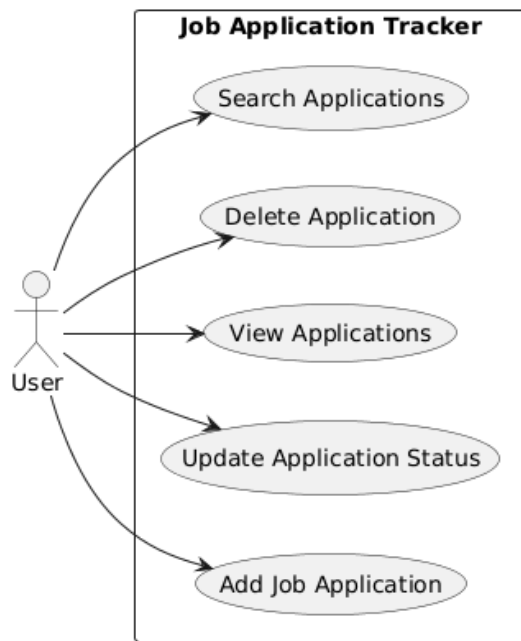
User --> (View Applications)

User --> (Delete Application)

User --> (Search Applications)

}

@enduml



2. Activity Diagram

@startuml

start

:Enter job details;

:Validate input;

if (Valid?) then (Yes)

 :Save application;

 :Confirm success;

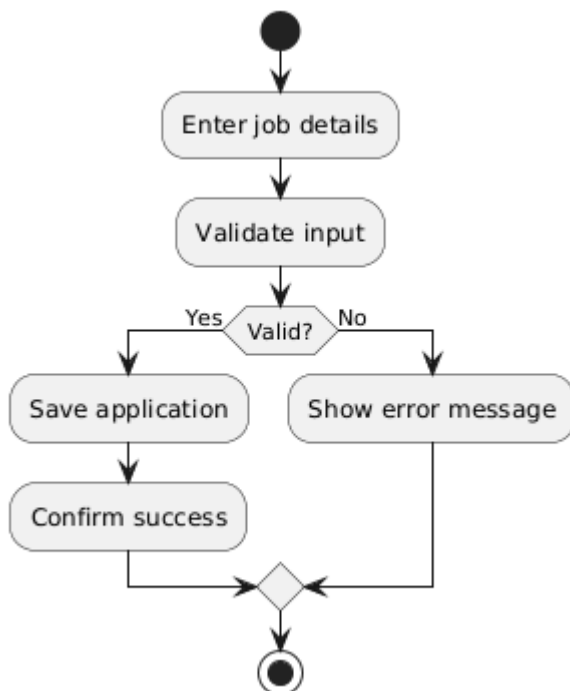
else (No)

 :Show error message;

endif

stop

@enduml



3. Collaboration Diagram

@startuml

object User

object ApplicationController

object JobApplication

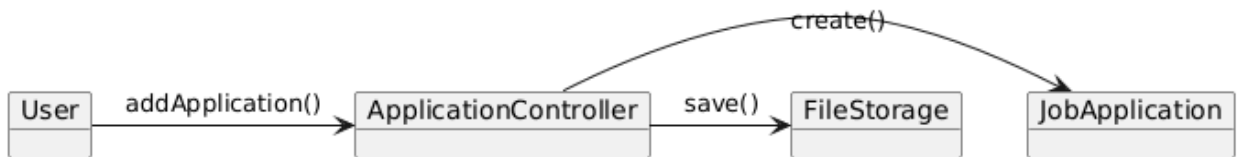
object FileStorage

User -> ApplicationController : addApplication()

ApplicationController -> JobApplication : create()

ApplicationController -> FileStorage : save()

@enduml



4. Class Diagram

@startuml

```
class JobApplication {
```

```
    -string company
```

```
    -string role
```

```
    -string status
```

```
    -string dateApplied
```

```
    +getDetails()
```

```
    +updateStatus()
```

```
}
```

```
class ApplicationManager {
```

```
    -vector<JobApplication> applications
```

```
    +addApplication()
```

```
    +removeApplication()
```

```
    +searchApplication()
```

```
}
```

```
class FileStorage {
```

```
    +saveToFile()
```

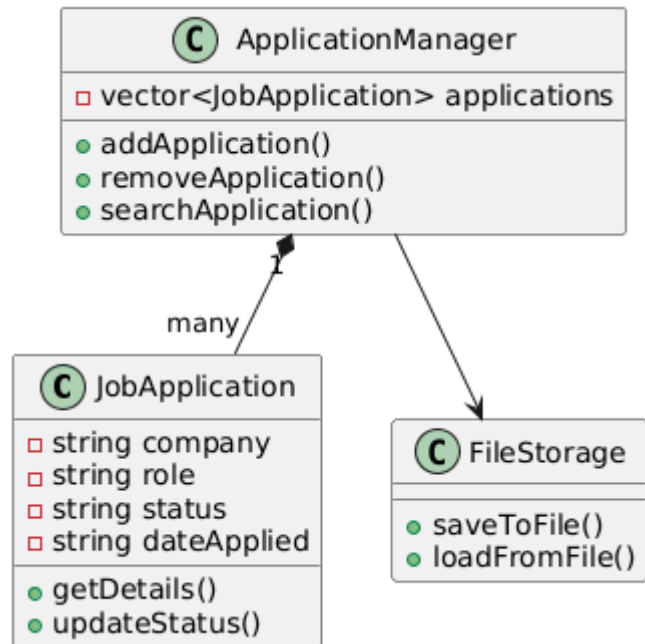
```
    +loadFromFile()
```

```
}
```

```
ApplicationManager "1" *-- "many" JobApplication
```

```
ApplicationManager --> FileStorage
```

@enduml



5. State Diagram

@startuml

[*] --> Applied

Applied --> Interviewing

Interviewing --> Offered

Interviewing --> Rejected

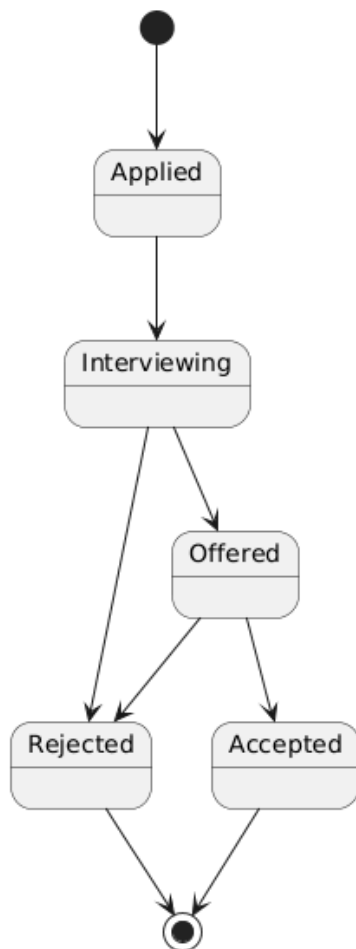
Offered --> Accepted

Offered --> Rejected

Accepted --> [*]

Rejected --> [*]

@enduml



6. Component Diagram

```
@startuml
```

```
component "User Interface" as UI
```

```
component "Application Logic" as Logic
```

```
component "File Storage" as Storage
```

```
UI --> Logic
```

```
Logic --> Storage
```

```
@enduml
```

